Appli Ition or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective December 29, 1999 1661453 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE (1) OR **SMALL ENTITY FOR NUMBER FILED NUMBER EXTRA** RATE FEE RATE FEE **BASIC FEE** 345.00 690.00 OR **TOTAL CLAIMS** minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X39= X78= OR **MULTIPLE DEPENDENT CLAIM PRESENT** +130= +260= OR If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** タスス **TOTAL** OR **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) (Column 2) **SMALL ENTITY** OR SMALL ENTITY (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER **PRESENT** AMENDMENT **AFTER** RATE TIONAL RATE **PREVIOUSLY** TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus 900 X\$ 9≈ X\$18= OR Independent Minus X39= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM Prio for Be 102 3 672 +130= +260= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-ADDI-NUMBER PRESENT ENT **AFTER PREVIOUSLY** RATE TIONAL **RATE** TIONAL **EXTRA** AMENDMENT **PAID FOR FEE** FEE AMENDM Total Minus X\$ 9= X\$18= ÓR Independent Minus = X39= X78= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +130= +260= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-NUMBER ADDI-**PRESENT AMENDMENT AFTER PREVIOUSLY EXTRA** RATE TIONAL RATE TIONAL **AMENDMENT** PAID FOR FEE **FEE** Total Minus X\$ 9= X\$18= OR Independent Minus *** X39 =X78= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +130= +260= OR If the entry in column 1 is less than the entry in column 2, write "0" in column 3. " If the "Highest Number Previously Pald For" IN THIS SPACE is less than 20, enter "20." TOTAL TOTAL ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.